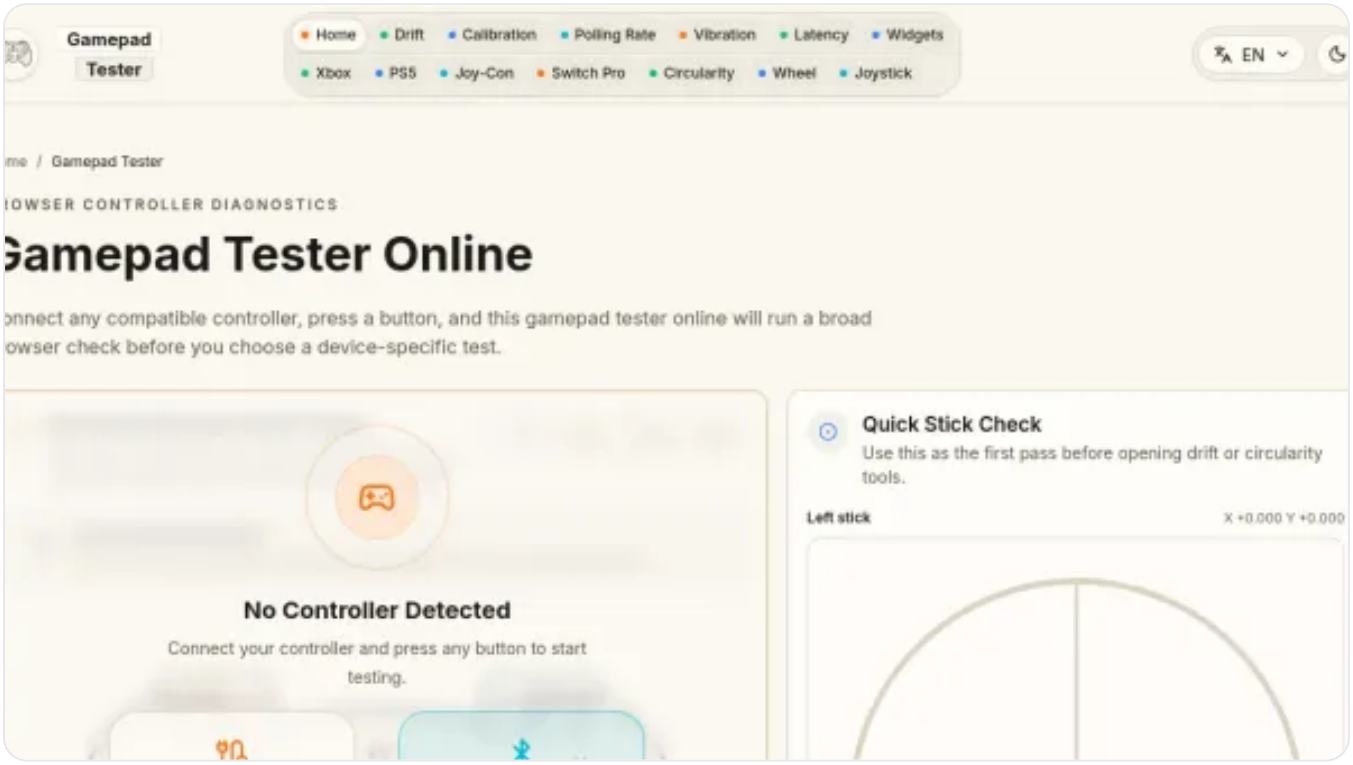
Gamepad Tester Online

Browser-based gamepad tester for buttons, sticks, triggers, vibration, raw input, mapping, drift, and polling rate.



About

Gamepad Tester Online is a gamepad tester that lets you check controller input directly in your browser. It starts with a visual dashboard for quick controller diagnostics, then lets you move into device-specific views for Xbox, PS5, Joy-Con, and Switch Pro layouts when you need a closer match. The tool is useful for confirming whether a cable, Bluetooth pairing, stick center point, trigger travel, or vibration command is working as expected. Because it runs in the browser, it can also show an empty state when no controller is connected and a live input log once a button is pressed.

Gamepad Tester Online is a **gamepad tester** built for quick browser-side controller checks. It presents a visual controller view that reacts to real inputs, so you can see buttons, sticks, triggers, raw mapping details, and haptic support in one place. The app focuses on a fast first pass: connect a controller, press any button, and the page confirms whether the browser detects an active controller slot.

The home screen is a broad controller test rather than a single console profile. That matters when you are troubleshooting mixed hardware or want a general **gamepad tester** before opening a device-specific page. The site explicitly mentions support for common controller families such as Xbox, PS5, Joy-Con, and Switch Pro layouts, and it also includes an embed option for placing the compact diagnostic widget on another page.

Key features

Gamepad Tester Online combines several controller checks in one **gamepad tester** interface:

- **Visual button detection:** face buttons, shoulder buttons, direction controls, menu-style buttons, and other exposed inputs light up as the browser receives them.
- **Analog stick inspection:** both sticks show live X/Y values, which helps reveal center drift, loose springs, or uneven movement.
- **Trigger response:** left and right triggers are displayed with analog values so you can compare travel and release behavior.
- **Raw input and mapping clues:** a live input log shows the last event, which is useful before opening a more detailed mapping page.
- **Haptics check:** the page can test whether the browser exposes vibration support before you run a pattern.
- **Device-specific follow-up pages:** Xbox, PS5, Joy-Con, and Switch Pro pages are available when a more exact layout matters.
- **Local browser diagnostics:** the site says it uses the Gamepad API locally, so the checks are meant to happen in your browser rather than through server-side input capture.
- **Embed widget:** an iframe snippet is provided for adding the compact controller visualizer to another page.

The tool also references a few deeper diagnostic angles that are especially relevant for controller owners: drift, circularity, latency, and polling rate. Those are not abstract marketing labels here; they are presented as part of the browser test workflow for people who want to confirm whether a controller behaves normally under real input.

How to use it

Using this **gamepad tester** is straightforward, and the home page is designed to work as a quick first check.

- Open the site in a browser that supports the Gamepad API.
- Connect a controller by USB or pair it over Bluetooth.
- Press any controller button to wake detection and populate the visual dashboard.
- Watch the controller graphic, stick scopes, trigger readouts, and live input log as you move through inputs.
- If you need more detail, open the relevant device-specific page for Xbox, PS5, Joy-Con, or Switch Pro.
- Use the vibration test only after interacting with the page, since the site notes that haptic commands run after a user click.
- If you want to preview the interface without hardware, use the demo mode mentioned on the site with `?demo=1`.

For practical troubleshooting, start with the broad home page first. Then move to a device-specific test only when you need button labels or layouts that better match the controller in your hands.

Who it is for

This **gamepad tester** is useful for anyone who wants a fast way to verify controller behavior without installing a desktop utility.

- **PC and browser gamers** who want to confirm a controller is detected before launching a game.
- **Used-controller buyers** who want to check sticks, triggers, buttons, and haptics before or after a purchase.

- **Players with drift concerns** who want to see center movement and analog stability.
- **Creators and site owners** who may want to embed a compact controller test widget on another page.

The page is especially relevant if you need a first-pass **gamepad tester** that shows visible feedback instead of hiding everything behind a technical log.

What to know before you use it

This **gamepad tester** is helpful, but it is not a replacement for every official diagnostic path. It relies on browser support for the Gamepad API, so what it can display depends on the browser, operating system, and controller model. If your browser does not expose a feature such as vibration or a specific button index, the page cannot invent that data.

A few limits are worth keeping in mind:

- **No controller is required to view the empty state,** but actual input readings need a connected device.
- **Raw mapping detail can vary** by controller and browser, so the live log is a clue, not a universal calibration standard.
- **Vibration support is conditional,** and the site notes that haptic commands need a user click before they run.
- **Drift and polling checks are observational,** so they help you spot problems but do not replace manufacturer calibration tools when those are available.
- **Layout-specific pages are separate,** so the home page is best for a general check rather than a perfect one-to-one console layout match.

If you need a final answer for warranty claims, firmware issues, or controller repair, use the manufacturer's official utility or support flow as the last word. For everyday browser testing, though, Gamepad Tester Online gives you a practical **gamepad tester** that is fast, visual, and easy to revisit whenever a controller starts acting strangely.

FAQ

Is Gamepad Tester Online free to use?

Does this gamepad tester work on mobile?

It may work in a mobile browser only if that browser and device expose controller input through the Gamepad API. The site does not claim native iOS or Android apps.

Can I test drift with this gamepad tester?

Yes, the page is built to help you observe stick drift through live stick scopes and center values. It shows movement, but it does not perform a physical repair or guaranteed calibration.

Which controllers does it support?

The site specifically mentions Xbox, PS5, Joy-Con, and Switch Pro layouts. It also says you can connect any compatible controller and start with a universal browser check.

Can I embed the tool on my own site?

Yes, the site provides an iframe embed snippet for the compact gamepad tester widget. That makes it possible to place the same diagnostic view on another page without rebuilding the interface.

FAQ

- Is Gamepad Tester Online free to use?
- How do I connect my controller to start testing?
- Does this gamepad tester work without installing anything?
- What types of controllers are supported?
- Can I use it to check controller drift?
- Can this tool help me detect joystick drift?

Does Gamepad Tester Online work on mobile devices?

Can I embed the gamepad tester on another website?

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Updated	19 days ago
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TAGS

gamepad # gamepad tester # controller # controller diagnostics # browser # browser testing # diagnostics # drift # polling rate # gamepad-api # vibration

testing

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